Scale of Virtual Twin's Similarity

VF: Visual Final $VF_{score} = VF_I + V$	•	$+VF_5+VF_6$								
The degree to which the physical equivalent and the virtual object look similar in terms of visual display.										
VF 1. Dimen I felt that the equivalent. (1: Strongly Di	dimensions	•		-	were the sa	ame as the r	eal-world			
1	2	3	4	5	6	7	N/A			
0	0	0	0	0	0	0	0			
VF 2. Detail I felt that the structure, de visually). (1: Strongly Di	virtual obje corations, r isagree; 7: St	narkings, and rongly Agree;	d other type	s of geomet	ric detail tha	it can be pe	rceived			
1	2	3	4	5	6	7	N/A			
0	0	0	0	0	0	0	0			
VF 3. Color/ I felt that the (1: Strongly Di	virtual obje				he same as	the real-wo	rld equivalent.			
1	2	3	4	5	6	7	N/A			
0	0	0	0	0	0	0	0			
VF 4. Opacit I felt that the (1: Strongly Di	virtual obje	ct was as op	paque/ trans		ctive as the ı	real-world e	quivalent.			
1	2	3	4	5	6	7	N/A			
0	0	0	0	0	0	0	0			
VF 5. Physic I felt that the perceived rig (1: Strongly Di	virtual obje jidness, abi	ct looked ph lity to deform	n or bend its	elf, etc.)	e real-world e	equivalent (i	n terms of			
1	2	3	4	5	6	7	N/A			
0	0	0	0	Ο	0	0	0			
VF 6. Identit I felt that the (1: Strongly Di	virtual obje				equivalent.					
1	2	3	4	5	6	7	N/A			
0	0	0	0	0	0	0	0			

The degree to operation ex		e virtual simu	lation acts li	ke the physi	cal equivaler	nt in reacting	g to the
FF 1. React I felt that the world equiva (1: Strongly D	e virtual obje alent.		-	•	ions in the s 6	ame way as 7	the real-
0	0	0	0	0	0	0	0
FF 2. Ease of I felt that the (1: Strongly D	virtual obje				orld equivale	ent.	
1	2	3	4	5	6	7	N/A
0	0	0	0	0	0	0	0
FF 3. Effect I felt that the (1: Strongly D	virtual obje				orld equival	ent.	
1	2	3	4	5	6	7	N/A
0	0	0	0	0	0	0	0
FF 4. Interaction of the strength of the stren	ould interact		•		vay as with t	he real worl	d equivalent.
1	2	3	4	5	6	7	N/A
0	0	0	0	0	0	0	0

FF: Functional Fidelity $(FF_{score} = FF_1 + FF_2 + FF_3 + FF_4)$